

Bandits! Bandits! They arrive!  
author: Aleksandra Sontowska

Two player game. One plays villagers, the other - bandits.

The village is poor and small.

Villagers are scared and vulnerable.

Bandits are lawless and armed; one of them is wounded. They just robbed someone: they want to revel and piss away their new-found gold.

Bandit player: Describe the bandits, and how they enter the village. Villager player: Describe how people react. Players should name and describe individual characters when introduced. Only the village player may state facts about the village – bandit player has to ask.

The situation ends when either player doesn't want to add anything.

Whenever bandit player decides that villagers "are not cooperating", villager player rolls 2d6. Bandit player modifies: +1 if villagers deferential, -1: impolite or lying, -2: hostile.

Bandits reaction:

10+: soft

7-9: soft and harsh

6-: 2 harsh.

harsh:

punish them cruelly,

kill someone,

destroy something,

injure an innocent;

soft:

threaten death,

demand apology,

laugh it off,

be impressed.

Whenever villager player want to do something unnoticed, roll 2d6 +villagers killed.

They:

10+: ...do it,

7-9: ...do it but bandits will know later,

6-: ...are caught.

The game ends when the bandits leave the village, or either player gives up.